

ROOM OF DOOM™

Instructions



One Player
Uses Left Joystick

Room of Doom

ESCAPE! Your mind throbs . . . trapped in the Room of Doom, with fiendish gunmen trying to annihilate you. Shots come from secret portholes that mysteriously open and close. Watch out! the gunmen have unleashed a hydra-headed monster; it relentlessly pursues you. Don't panic! Your marksmanship can stun it, but only for a moment. Should you remain in the Room of Doom too long, the monster becomes invulnerable to your bullets.

Dodge the gunmen's firepower; shoot them in return when the secret portholes open, and then escape! . . . but where? The next Room of Doom awaits. An even more diabolical chamber with rapid-fire gunmen and devious monsters trying to destroy you.

Can you survive through the full gauntlet of rooms and escape unscathed? Only you can test your skill in this latest video challenge from CommaVid.

GETTING STARTED

- Turn **off** your game console.
- Insert the Room of Doom cartridge.
- Make sure the **left** joystick controller is firmly connected to the console (this is the only controller used).
- Turn **on** game console.
- Select the starting room by setting the console difficulty switches. (Note: On Sears Tele-Game™, the **difficulty switches** are called **skill switches**. The "a" position is called **expert**, and the "b" position is called **novice**.)

Room 1: Set **both** difficulty switches to "b".

Room 3: Set **left** difficulty switch to "b" and **right** difficulty switch to "a".

Room 5: Set **left** difficulty switch to "a" and **right** difficulty switch to "b".

Room 7: Set **both** difficulty switches to "a".

- Press **game reset** to display the game number.
- Select one of the 64 game variations by repeatedly pressing the **game select** switch. The game number will appear at the upper left corner of your TV screen. Refer to the game features chart to see which game variations use which game features.
- Hold the joystick with the red button at the upper left.
- Start the game by pressing the **game reset** switch.

GAME PLAY

You are the player inside a Room of Doom. Move your player in any direction—horizontally, vertically, or diagonally, by moving your joystick in the desired direction. You can fire one bullet at a time by pressing the button on the joystick controller.

Surrounding each Room of Doom are gunmen concealed behind doorways. Slowly, their doors open and close. You must fire through the open doors to eliminate the gunmen, scoring 75 points for each one you hit. But be careful: when the doors are opened all the way, the gunmen fire at you, and a hit spells *Doom*.

Each Room of Doom has a monster who pursues you relentlessly. You can shoot him as well, scoring 50 points for each hit. This gives you only a few seconds' relief, for the monster is soon after you again. Many rooms also have deadly objects scattered through them. Even the slightest contact with either the monster or these objects again spells *Doom*.

You begin with a reserve force of three players, shown at the top of the screen. Each time you eliminate all the gunmen in a room, you will move to the next room and earn another player, up to a maximum of six. But there is a time limit in each room. When the timer at the upper right of the screen counts down to 0, the monster becomes invulnerable to your bullets.

Each *Doom* costs you one of your players. When you run out of players, the game is over.

A hidden feature of the game allows you to continue play (with three new players and a score reset to 0) from where you met your final *Doom*. See if you can discover it (you don't need to put in another quarter!)

GAME FEATURES CHART:

| GAME NO. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|----------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| FEATURE: | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
| Doors Open and Close | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 |
| Doors Always Open | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 |
| No Diagonal Fire | | | | | | | | | | | | | | | | |
| Diagonal Fire | | | | | | | | | | | | | | | | |
| Normal Speed | | | | | | | | | | | | | | | | |
| High Speed | | | | | | | | | | | | | | | | |
| No Guided Bullets | | | | | | | | | | | | | | | | |
| Guided Bullets | | | | | | | | | | | | | | | | |

- Games 1-16 allow the player to fire when standing still and to fire a new bullet at any time.
- Games 17-32: The player can only fire a new bullet after his previous bullet has hit something.
- Games 33-49: The player can only fire when moving.
- Games 49-64: For the utmost challenge, the player can only fire a new bullet after his previous bullet has hit something and can only fire when moving.

Room of Doom contains 64 different game variations, as well as four different starting rooms, for an endless variety of challenges. Examine the game features chart to determine which features are in which game. Here are descriptions of the variable game features:

- *Doors:* Ordinarily, the gunmen's doors periodically open and close, and they only fire when their doors are fully open. In the open door variation, however, their doors are always open. The player can shoot the gunmen without waiting for the doors to open, but the gunmen are liable to fire without warning, at any time.
- *Diagonal fire:* The player can always fire diagonally as well as horizontally and vertically. Ordinarily, the gunmen fire only horizontally and vertically, but in the diagonal fire games, they can shoot diagonally as well.
- *Speed:* In the high speed games, everything happens twice as fast as in normal speed games.
- *Guided bullets:* Ordinarily, your bullets travel only in straight lines. In these variations, you can guide your bullet by moving the joystick in the direction you want the bullet to go. As long as the fire button remains pushed, your player will remain stationary and only the bullet will move.
- *Stationary fire:* Ordinarily, the player can fire when standing still, with his bullet going in whatever direction he is facing. In variations without stationary fire, he' can only fire while moving, for arcade-like action.
- *Repeat fire:* Ordinarily, the player can fire another bullet at any time, causing any previous bullet to vanish. In these variations, however, you can only fire again after your previous bullet has hit something.
- *Starting room:* You can start your player in room 1, 3, 5, or 7 by setting the left and right difficulty switches.

GAME VARIATIONS



GAME FEATURES CHART:

| GAME NO. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|----------------------|--------|--------|--------|--------|--------|--------|-----|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| FEATURE: | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
| | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 |
| | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 |
| Doors Open and Close | Red | | Red | | Red | | Red | | Red | | Red | | Red | | Red | |
| Doors Always Open | | Red | Red | Red | | Red | | Red | Red | Red | | Red | | Red | | Red |
| No Diagonal Fire | Blue | Blue | | | Blue | | | Blue | | Blue | | Blue | | Blue | | |
| Diagonal Fire | | Blue | Blue | | | Blue | | Blue | | Blue | | Blue | | Blue | | Blue |
| Normal Speed | Green | Green | Green | | | | | Green | Green | Green | | | | | | |
| High Speed | | | Green | Green | Green | Green | | | | | Green | Green | Green | | | |
| No Guided Bullets | Orange | Orange | Orange | Orange | Orange | Orange | | | | | | | | | | |
| Guided Bullets | | | | | | | | Orange |

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